

How to win the Winterclash

This is how it is judged + Competition report Winterclash 2020

What is winterclash looking for in a blader?

Winterclash is a best blader competition. A competition that wants to find the best blader of the winterclash.

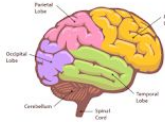
The best blader is no easy task to find. To help evaluate more than 200 bladers in only two day we have developed a system. This system is build on the core of what is considered good blading in our community.

The two key components - and also the oldest measures of good blading - are STYLE and DIFFICULTY. These are some of the earliest ways to decide if you were getting better at skating and progressing your talent. This is stil true for many young bladers who wants to master the skill of blading. Throughout blading history CREATIVITY has been introduced and is an addition to the way to determine if you are a good blader. The latest addition to the bladers tool chest is LINES. Lines are particularly an important part of competition and park skating.

The best skater at Winterclash is a blader that understands to use the park, has good style, does technical tricks and uses his creativity. A blader must show all four elements in the run to become the best.

How is the best blader judged?

The judges look for STYLE, DIFFICULTY, CREATIVITY and LINES by the following criteria:



Lines

Lines is about stacking tricks on other tricks to make the park make sense for rollerblading and make your blading adapt to the skatepark

Lines are like skating in a bowl. Finding speed and combinations of tricks that make your run look flowing and effortless. Lines is the brains of your run, because it shows either how fast your blading vocabular is or how well prepared you are. Lines is a good measure of how well you skate in the moment and how good your consistency is.



Difficulty

Difficulty is the measure of how hard and technical your tricks are.

Difficulty is the yardstick of trick progression in blading. Some people thrive on pushing the envelope of how far blading can be pushed. Some tricks are more difficult than other tricks. Soul and Mizou are easy tricks, but truespin kindgrind is a difficult trick. Most grinds and spins get more difficult if you add spins, flips or something on top. It takes years to become a confident technical blader.



Style

Style is the heart of blading. Showing what you bring to blading. Who you are, where you're from and what you are about.

Are you an athletic sports person? A person who rock out, wear your hair long and keeps your grinds neat and simple or are you a yoga maniac with ninja stretches and high flying lui kangs? It is very important to find your own true style and that takes alot of honesty and heart.



Creativity

Creativity is doing something never seen before. Using new tricks or combining obstacles in new ways to make your run unique.

Bladers who get a good creative score skate new things and try stay away from basic tricks. Creative bladers also use alternative ways to move around the park and try to develop new moves and ways to skate. Most creative bladers have knowledge about tricks and the history of blading, because to find new tricks you need to know what has been done in the past.

The extra criterias

To every rule there are some more rules. The winterclash is no exception. Because there is a few criterias not mentioned in the four categories. One of them is how many tricks are landed.

Tricks landed

This criteria is mostly used when two bladers have a very close score or if there is doubt about a blader should qualify or not. It is possible to have a good score but only land 3 or 4 tricks. The judges usually favor more tricks than less tricks. Because many tricks shows your allaround skating skills better.

Falling/tripping

Another not mentioned category is tripping or falling. If you fall a lot your run will be deducted points. Falling interrupts your flow, possibly your style (unless your fall is hella stylish) and most likely your overall score.

Stopping

Stopping is a flow killer. It makes your lines not as sharp as they could have been. Generally the judges deduct points from a run that has a lot of breaks and resting on the quarters.

Control

Judges generally favors people who exhibit control. If you are doing blade tricks beyond your control your STYLE points most likely will suffer and the judges might have second thoughts about letting you into the finals. No one likes seeing people getting hurt because of pride or social pressure from the crowd or for other reasons outside your actual skating. If we detect something like that we are obliged to intervene.

Using all elements of the park

The last extra condition is an addition to LINES/DIFFICULTY category. If you only skate one part of the park your score will reflect it. Because when you only skate one part of the park you fail to demonstrate your ability to skate many different obstacles. The best skater can skate all parts of the park and use the park to his advantage. Using all the park will most likely advance your scores in CREATIVITY, LINES, STYLE and DIFFICULTY.

How does the judges judge?

All judges write down points for each category and note the tricks landed by each blader. When they settle the score they evaluate landed tricks and the four above categories. Every judge also uses his experience from past blading events to help when the scores are very close. The three judges have very different backgrounds in skating and must agree on the ranking and scores. This is so to make the judges more open minded and with a broader perspective on blading, and therefore a more fair assessment of the competitors. The judges watch more than 14 hours of blading and are very sharp at analyzing runs and determining a score. If judges cannot decide on a given score or something is not up to standard it is always ends up in favor of the blader. All the judges aim to do what is best for blading because we really love rollerblading.

Judge report Winterclash 2020

Judges:

Friederike Charlotte Reisch (Ger), Michael Buhl Jonassen (DK), Sebastian Gruba (PL)

The Winterclash is build on the 'Jam format'. Which allows for a unique competition that includes the audience very much into the competition and makes it very exciting to watch. The crowd is there to cheer on the competitors and the competitors are hyping and blading with each other inspiring others with their tricks and lines. The jam format makes the competition a little bit easier on the contestants - so they have time for some breaks - and it also makes the competition more exciting for the audience. The jam format is the most amount of action in the longest possible time!

What is the jam format:

Qualifications – Jam

The riders are divided into groups of 5-7 people and are skating simultaneously and jamming with each other for 3-4 minutes. The goal is to showcase his/her best tricks, maneuvers or general ability on blades. Based on the performance, a number of riders will advance to the final. The best riders across ALL GROUPS in the qualification will qualify for the final. So your not competing against the group you are in, but you are competing WITH your group - jamming with your group - to show the best skating you can do to advance to the final.

Finals – Jam + last trick

Finals are the same jam format as the qualifications except from a final trick. The final trick is yours alone and is your chance to show something big and impressive to the audience and the judges. The final trick should have a good amount of STYLE, CREATIVITY and DIFFICULTY.

Results and argumentation:

JUNIOR Division:

Number of contestants: 39

Number of contestants qualified for the Finals: 7

3rd place – Samuel Obst (Switzerland)

Samuel definitely got tech during the finals. His highlight - smooth 540 Kind Grind on the biggest quarter pipe gave him advance at the very beginning. Followed by smaller yet connected tricks all over the park. Grinds like Fs Savana (NYC rail and big GH rail) , Soul to Top Acid (GH Long box) mixed with 540s, Back to Back gave him high notes both in line and creativity. Although he didn't land the Misty out of the Loco box, he still pulled Bs Savana on the biggest GH rail as his Final trick.

Final Trick: Bs Savana – Big Down Rail (2nd try)

2nd place – Szymon Ziemnicki (Poland)

Szymon distinctively focused on lines and tagging most of the obstacles. Frontside to flat from SP bank rail, followed by Top Pornstar, Sweatstance and Unity on smaller rails in a sequence broken with 540 on the quarters and coping tricks. Closing his run with 720 from bank and another Frontside at the main GH rail. His tricks with their amplitude and consistency were enough for the 2nd place.

Final Trick: Not landed (Backflip 360)

1st place – Naboru Katayama (Japan)

Nabouru had the biggest and most steezed tricks out of the whole bunch. Started slowly with Royale to Flat from bank SP rail, followed by smoothest Full AO Top Acid on the biggest quarter. Next he focused on the biggest GH rail and killed it with AO fish, AO Top Acid.

Crazy attempt of Kind Grind to Soul seemed to knock him out, but he recovered quick and laced huge disaster Soul to Fishbrain on the GH long box as his Best and Final trick. Naboru got the highest notes for Style and Difficulty.

Final Trick: Disaster Soul to Fishbrain (Long GH grindbox)

WOMEN Division:

Number of contestants: 38

Number of contestants qualified for the Finals: 8

3rd place – Patrycja Najda (Poland)

Patrycja had the most points in Creativity. Her toe manual combos out of grinds and toe manual all the way around GH box definitely were something we have not seen yet during the Clash and got the crowd super juiced. Even though the grinds like Top Pornstar, Acid to Frontside switch-up were a little bit slow, they were still performed correctly and added a variety to her run. Safety 360 out of the Loco wave box and Souling the round Kaltik corner box in line upped her score even more. Her approach is original enough to stand out and was the key factor in putting her on the podium.

Final Trick: Toe Manual around the long GH box (Up & Down) to TTS (coping)

2nd place – Armelle Tisler (France)

Armelle owned the bank coping of the GH box. Stylish Bs Torq held almost all the way, followed by Bs Torq to Mistral (the same obstacle) were the highlights as no other girl managed to grind it all the way down with such ease. After Soul to Top Pornstar on the sub box she went around the park with a line of smaller tricks yet as LINES were the weakest point of WOMEN runs it still gave her advantage over the other contestants who maybe went bigger but could not links their tricks successfully. Armelle`s BEST trick was 540 TTS – one of the most tech tricks in the Womens division.

Final Trick: 540 True Top Side Soul (GH Bank)

1st place – Chihiro Azuma (Japan)

Seems like it's impossible to match Chihiro Style and Consistency. Strong start with Sweatstance to FLAT on the SP rail. Perfectly executed AO Fish and AO Top Soul on the big GH rail set her apart for miles from her rivals as far as Difficulty goes. Again no lines or connected tricks but since it was the downside of the whole Women Division, we decided to not lower the final score - all her tricks were really clean and difficult. Unusual Royale to Top Soul (SP Rail to Flat) as the final trick was a cherry on top.

Final Trick: Royale to Top Soul (SP Rail to Flat)

AM Division:

Number of contestants: 126

Number of contestants qualified for the Finals: 15

3rd place – Nils Rinas (Germany)

Nils strongest feature was the Consistency. Tagging all bigger obstacles with at least one good and clean trick or switch up – solid start with Disaster Bs Farv to True Top Acid on GH down box. Short Frontside on the SP rail followed by Backflip from bank to flat raised his Line points, while coming back to GH down box with Darkside Ao Pornstar and nice switch up – BS Farv UP to Soul to Kind grind down (GH Down ledge) stacked his Difficulty score. Nils smartly finished his heat with a big GH rail trick - another (Bs farv but this time switched to TTS) which simply made his run complete package. A lot of solid laced tricks.

Final Trick: Bs Farv Up to 180 to Flat (GH Box)

2nd place – Stefan Selders (Netherlands)

Stefan skated fast and went really BIG. Disaster Top Acid on the GH down box to try things off, upped by another Disaster Top Acid switched to Bs Savana (GH down ledge) and followed by another Misty flip. Another laced line included Royale on SP rail followed by Backflip from (small bank to Flat). Stefan really stepped up the game with Top Soul to Misty Flip off the SP rail to Flat – clean and controlled – for sure it was a highlight of this obstacle in AM Division. His Best trick was not successful (Disaster 540 TTS) yet his Difficulty score was still high due to the nice combination of grinds and flips.

Final Trick: NOT LANDED

1st place – Sven Ischen (Germany)

Sven killed the course with original tricks all over the park with super high amplitude and great efficiency. We liked the fact that, where everybody else's "safe" tricks are souls/topsouls, Sven can throw any negative grind both on small and big obstacles with the same ease. His tricks were mostly first try. Top soul on high rail extension followed by Disaster Negative Mistral down the big GH ledge. Negative Pornstar all the way up the GH side coping and Bs Savana on the GH down rail. His Negative Soul (SP rail from bank) was another highlight of AM heats. Few small lines to get across the other side of the park again and flawless finish with unique Disaster Topside Negative Pornstar (GH down ledge) left us with no brainer on who will dominate the AM podium!

Final Trick: Disaster Topside negative Pornstar (GH down ledge)

PRO Division:

Number of contestants: 45

Number of contestants qualified for the Finals: 8

3rd place – Dominic Bruce (Scotland)

Dominic had really good start - Negative Acid on the flat square rail which led into a line where he aired the corner and did a wall stall and returned over the same corner and then did Disaster TTP on the NYC transfer boxes – this start would become a crucial factor in rewarding him with 3rd place, because most of the other finalists did not connected their tricks into lines. He made a 360 onto the Loco Box to 180 stall and then 180 to forward drop in the steep back of it into the bank. Then he slowly tagged each spot with something really big. 540 off the Skatepro bank to flat. Then 540 AO Soul on GH rail, 900 out of banks near GH big rail and 540 True Top Acid on GH box. For the last trick Dominic did 540 transfer from GH launch to SP bank and then tried to land another 900 there (4 tries!!) yet it was not landed.

Final Trick: 540 Transfer from GH launch to SP bank

2nd place – Nils Jansons (Latvia)

Crazy mix of hammers and tech. Creative start with a line of stall Fish up the Roces vertical wall followed by Bs Savana to Top soul on SP rail to flat. GH launch to long box marked with Disaster TTP while GH big down box tagged with Disaster True Top Soul and True Fishbrian first try. Crazy finish with Hardspin Top soul on SP rail – definitely the hardest trick on that spot that day. As his final trick he picked up the big rail, where after almost landing Med spin to Soyale (locked but fell after landing) he threw a few attempts on the Medspin to AO Top Acid unfortunately he did not land it.

Final trick: Not landed (Medspin to AO Top Acid GH Rail)

1st place – Diako Diaby (France)

Diako stood out from the start; with more speed and more amplitude than anybody else. His starting line was super long and solid – Ao Soul stall on the Balcony barrier to 270 in the bank and followed by Disaster Top soul on GH down box to fakie and next fakie Soul on the round Kaltik box that lead to Flat spin 540 and coming back to the round Kaltik box with BS Royale and finish with Flair from Loco box. The longest and cleanest line of the whole day. And it was just the first 15 second of his run. 1080 on the biggest quarter and flawless disaster to 540 AO Soul made it clear that he deserve the 1st.

Final Trick: Royale on the Balcony barrier launching form the quarter below (NOT LANDED)

Best Trick:

Trick: Dominic Bruce 54 TTA (GH Launch to Long box all the way down)

Most Creative Trick:

Jacob Jansson Soul to Soul to Soul to fakie on the Loco Box (Up - sideways and down)

Thank you!

We the judges would like to thank all of you bladers at the contest for an outstanding show and a very good contest. We really appreciate your contribution to the sport and we look forward to follow, and acknowledge, your progress in the future. We are totally hyped on you and we think that blading is an unique and wonderful thing!

All the best,

Frida, Basza and Michael